

Kindly Amend the Claims as Follows:

Sub, B1> Claim 1 (amended) - A method for gaming, the steps including:

A1

- enabling the gaming device upon receipt of a wager,
- evoking chance means to produce a plurality of outcomes concurrently,
- displaying the plurality of outcomes,
- comparing each of the plurality of outcomes to an ultimate winning outcome,
- triggering a subsequent event if any of the plurality of outcomes matches the ultimate winning outcome,
- determining whether, if none of the plurality of outcomes matches the ultimate winning outcome, any of the plurality of outcomes matches an intermediate winning outcome,
- awarding credits if any of the plurality of outcomes matches an intermediate winning outcome,
- continuing to evoke chance means to produce subsequent pluralities of outcomes until said ultimate winning outcome is produced or until said subsequent outcomes are no longer possible, and
- saving the current set of said outcomes and said subsequent outcomes on encoded moveable media, said encoded moveable media dispensed to the player for later use.

Claim 2 (amended) - The method of claim 1 wherein said chance means includes producing randomly-generated numbers corresponding to a randomly-numbered

A' playfield oriented in a row-and-column (RXC) matrix in which said ultimate winning outcome consists of matching all of said randomly-generated numbers to said randomly-numbered playfield.

A2 Sub B3> Claim 9 (amended) - The method of claim 7 including configuring said subsequent gaming event by simulating a racing event.

A3 Sub B5> Claim 18 (amended) - The method of claim 2 including forming said RXC matrix as a three dimensional array.

Kindly Add the New Claims as Follows:

Sub, B7> Claim 20 (new) - A method for gaming, the steps including:

A4

- enabling the gaming device upon receipt of a wager;
- evoking chance means to produce a plurality of outcomes concurrently;
- displaying the plurality of outcomes;
- comparing each of the plurality of outcomes to an ultimate winning outcome;
- triggering a subsequent event if any of the plurality of outcomes matches the ultimate winning outcome, wherein said subsequent event comprises:
 - awarding credits, and
 - engaging in a subsequent gaming event, wherein said subsequent gaming event comprises:
 - allowing a player to select a subset of outcomes from a set of possible outcomes,
 - generating outcomes,

comparing the selected subset of outcomes with the generated outcomes, and

awarding credits according to a payable for matches between the selected subset of outcomes and the generated outcomes;

determining whether, if none of the plurality of outcomes matches the ultimate winning outcome, any of the plurality of outcomes matches an intermediate winning outcome;

A4 awarding credits if any of the plurality of outcomes matches an intermediate winning outcome;

continuing to evoke chance means to produce subsequent pluralities of outcomes until said ultimate winning outcome is produced or until said subsequent outcomes are no longer possible; and

saving the current set of said outcomes and said subsequent outcomes on encoded moveable media, said encoded moveable media dispensed to the player for later use.

Claim 21 (new) - The method of claim 7 including configuring said subsequent gaming event as Keno.

Claim 22 (new) - A method for gaming, the steps including:

enabling the gaming device upon receipt of a wager;

receiving from the player a target outcome;

generating outcomes;

comparing the generated outcomes with the target outcome; and

awarding credits according to a paytable, should the generated outcome match the target outcome.

Claim 23 (new) - A gaming device, comprising, in combination:

a display;

a processor operatively coupled to said display, including random output means appearing on said display, resulting in a plurality of outcomes;

means for accepting a target outcome from a player;

means for comparing each of said plurality of outcomes to said target outcome; and

award means for awarding a player if any of said plurality of outcomes matches said target outcome.

Claim 24 (new) - A gaming device, comprising, in combination:

a display;

a processor operatively coupled to said display, including random output means appearing on said display, resulting in a plurality of outcomes for a first gaming event;

means for transferring a subset of said plurality of outcomes for said first gaming event to a second gaming event that is concurrent;

continuance means for engaging said means for transferring outcomes to said second gaming event during a plurality of said first gaming events;

first award means for issuing awards according to said first gaming event; and